

Title (en)

Game scene making techniques

Title (de)

Spielszenengenerierungstechniken

Title (fr)

Techniques de génération de scènes de jeu

Publication

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Application

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Abstract (en)

A game scene is made on the basis of data, for example sentence data obtained from, e.g., an e-mail or a predetermined text data, or audio data obtained from, e.g. a calling melody. A substantially infinite variety of stages can be provided thereby. Thus an enjoyable game that hardly wearies the player can be provided. <IMAGE>

IPC 1-7

A63F 13/12

IPC 8 full level

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CPC (source: EP US)

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